PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01381
SAIYUKI
Journey West
KOEI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect the PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation® game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

See back page of this manual for Warranty and On-Line Support.

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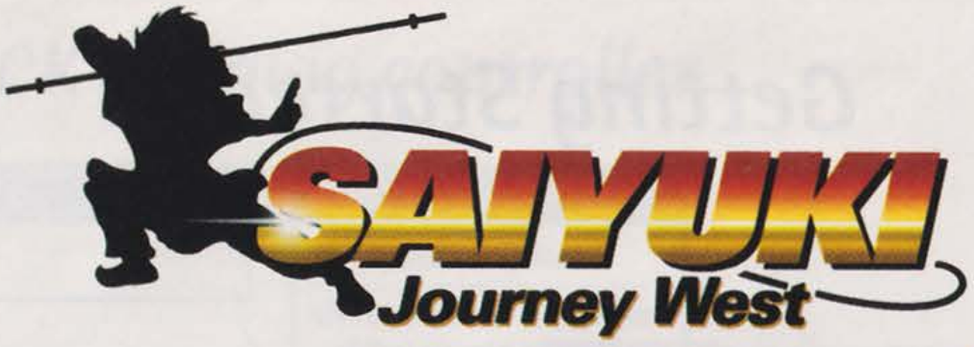

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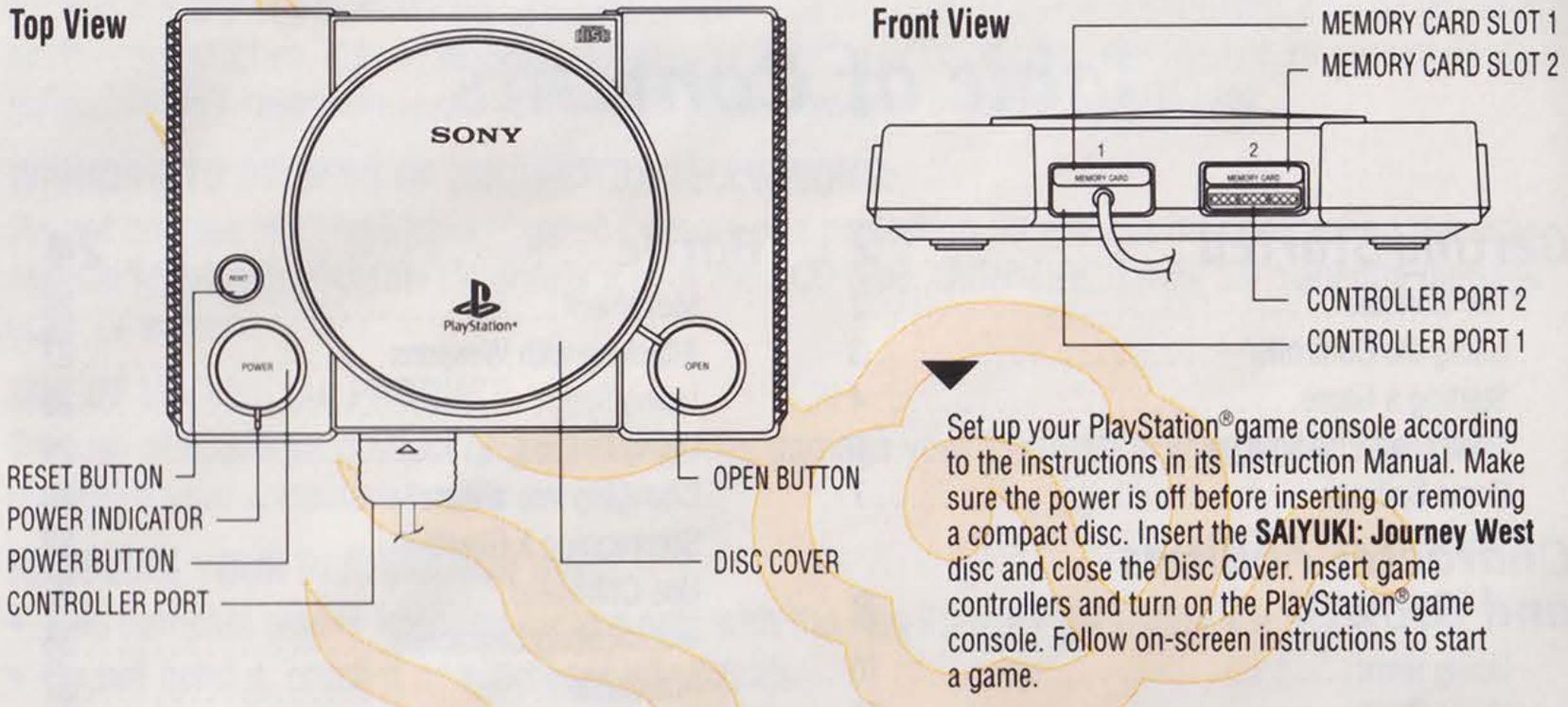
Getting Started

The Console



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **SAIYUKI: Journey West** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

1. Insert the **SAIYUKI: Journey West** CD (label side up) into the system. If you wish to save your game data, insert a memory card (sold separately) into the system.
2. Turn on the PlayStation® game console. Wait several moments and the game's opening sequence will begin playing. Pressing the **START** button will skip to the Title screen.
3. The Main menu appears if you press the **START** button while the Title screen is shown.

DUALSHOCK™ analog controller

SELECT Button

Not Used

START Button

1. Open Menu Window
2. During Battle: When in Free Cursor mode, call menu

L2 Button
During Battle:
Zoom in / Zoom out

L1 Button
Cycle through Information
During Battle: Rotate Left

R2 Button
During Battle: Change Angle

R1 Button
Cycle through Information
During Battle: Rotate Right

Directional Buttons

1. Scroll through menus
2. Move the cursor

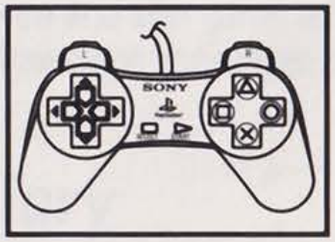
Left Analog Stick/L3
Move the cursor

Analog Mode button
Switch between
Analog / Digital Modes

Right Analog Stick/R3
Not used
during game

Selection/Display

○ Button	Show available shops During Battle: While in Free Cursor mode, displays character information window
✕ Button	Select During Battle: While in Free Cursor mode, shows character movement potential
△ Button	Cancel During Battle: Enter/Leave Free Cursor Mode
□ Button	Unequip Item



NOTE: Compatible only in Digital mode.

NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below:

All controls using the digital controller are the same as the ones for the DUALSHOCK™ analog controller (above).

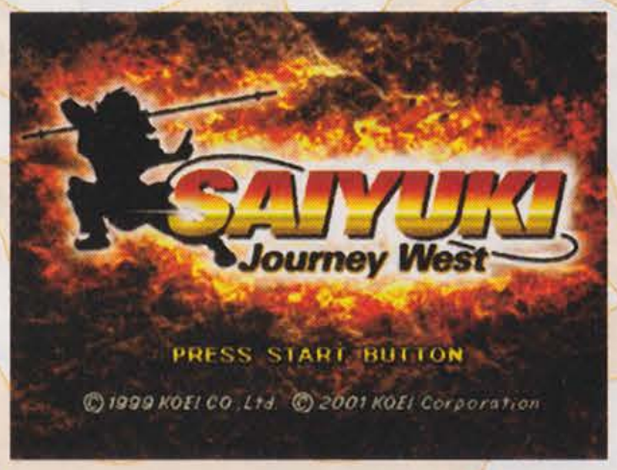
Prologue

In the land of Ancient China, a young baby is found adrift on a river. Elder Homei of the Golden Temple takes pity on the infant. 16 years later, the baby has grown into a fine young man and helps to keep the Temple clean.

One day, the Lady Kannon appears to the youth in a dream. She tells him to go to Thunder Temple in India. Elder Homei gives the determined youth the name Sanzo, and sets him with his blessing on the road to India.

Soon after starting his journey, Sanzo arrives at Monkey Mountain where he helps the trapped Son Goku. At Lady Kannon's request, Goku joins Sanzo in his journey. It is a journey of over 3,000 miles, and who knows what awaits the two on their journey west.

Starting a Game



Title Screen

Select gender of character.

New Game

Begin a new game. Choose the gender of the main character. The main character's name cannot be changed.

Select data to load

Continue

Begin from a previously saved location. Select the Memory Card slot and the saved data.

Option

Review and alter game settings such as BGM and message speed (see page 7).

Diary

Select saved data and review memories from your journey.

Save/Load/Ending a Game

During the game, you can save or load data at the main menu.

Opening the menu

The menu window will open after pressing the Start button from the following locations:

- From the main map, before a location is selected
- In towns, before a shop is selected
- In battle, after pressing the △ button when it is your party member's turn.

Save/Load

Select Save or Load from the menu and choose the memory card slot and data block. One saved game requires one block of memory from the memory card.

Saving to a block that already contains game data will overwrite that data.

Quitting a Game

To end the game you are playing, turn off the PlayStation® game console. Be sure to save your game first if you wish to continue it at a later time.

Game Settings

The menu allows you to check and alter game settings.

BGM Mode: Stereo/Mono

BGM: On/Off

Sound Effects: On/Off

Message: Set text message speed to either fast or slow.

Battle Animation: Set whether battle effects are On/shown the 1st time only/Off

Battle Labels: Set whether these names are shown on screen during battle.

Battlefield Spin: There are two available speeds for viewing battlefield changes.

Vibration: On/Off for the DUALSHOCK™ analog controller vibration function

Default: Return the settings to their original positions.

Changing Settings

1 Choose Option from the Menu bar

2 Using the up/down directional buttons, select an option. Alter its setting with left/right directional buttons.

3 After changing the Settings, press the △ button to exit the options menu.

Character Abilities and Growth

Basic

Name and Orientation: Character name and Orientation (see page 11).

LV: Current level. As experience points increase so does the level and abilities.

EXP: Current experience points. Using attacks and spells increases this total.

HP: Current HP(stamina)/Maximum HP. If this becomes 0 during battle, the character is forced to retire.

MP: Current MP (spell energy)/maximum MP. Using magic and summoning Guardians decrease this figure.

Abilities

War: Affects attack strength with weapons, and defense against physical attacks

Magic: Affects spell power / effects and defense against magic

Speed: Affects turn order and hit accuracy

Luck: Affects critical hit rate (max damage)

Movement and Status

Movement: The distance a character can move in one turn. It changes depending on the terrain. The icon indicates the method of movement.(see page 26).

Status: In battle, the icon brightens for each status change (effect) the character is subjected to.(see page 29).

Spell Level

Each of the 5 Elements has its own level. The Element's icon lights up when you have equipped a scroll related to that Element. These levels influence the effectiveness of all spells related to the 5 Elements.(see pages 11, 28)

Life **Fire** **Earth** **Gold** **Water**

War Outfit

Weapon: This cannot be changed. It can be strengthened at the smithy (see page 21)

Equipped headpiece

Equipped Body ware

Items

Equipped items. Items include scrolls and accessories. You can equip up to 6 at one time. (see page 17)

Offense and Defense

This is determined by your War ability and the items you have equipped.

Offense: Attack ability with your weapon

Defense: Ability to ward off weapon attacks

Special Skill

This is a skill or spell that the character has from the very beginning. Sanzo does not have one.

Using Items

Items include weapons, armor, potions, and accessories.

Weapons, armor and accessories are useful in battle when equipped. Potions raise attribute levels and heal group members when necessary.

As your companions grow stronger, be certain to strengthen their weapons as well.

Strengthen your weapons

The war outfit includes a weapon, a headpiece, and body ware. The headpiece and body ware can be altered along the way. However, the weapon cannot be altered.

It can only be strengthened at a smithy. (see page 21).

! Sanzo's weapon cannot be strengthened at a smithy.

Strengthen your companions with items

Items include scrolls and accessories.

Scrolls allow you to cast spells. Accessories strengthen certain attributes, help you to level up quicker, and have other beneficial effects. An item's ability is evoked when you equip it. (see page 17)

Using Potions

Potions can raise attribute levels or heal the wounded.

Potions which raise abilities can be used from the map. (see page 19)

Healing potions are used during battle. (see page 29)

Using Spells

Spells are magic-like abilities accomplished through the power of the will.

The spells your companions can perform from the beginning are limited. However, with the aid of scrolls, a variety of spells become available.

Equip up to 6 items. Which will you choose, scrolls or accessories?

Spells depend on scrolls

By equipping a scroll, the spell contained in that scroll becomes available. Also, your defense against spell attacks of that scroll's Element increases. Each scroll you equip, raises your defenses a little more. (see page 17)

5 Elements

Each character and most of the spells have an affinity with one of the 5 Elements. The 5 Elements are split into 5 classes: Life, Fire, Earth, Gold, and Water. Some Elements relate better than others.

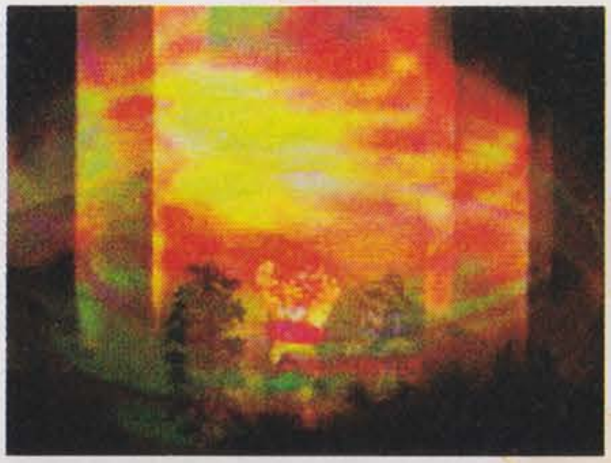
For example, if a Life/Spirit spell is cast against a character affiliated to Earth, the spell's power increases.

Keep this in mind when casting spells.

Werechange

Goku and the others are now in Human form. However, when necessary they can Werechange into Weres. Their Wereforms are very powerful.

The heaven's ring and enemies tremble before the power of the Were.



Werechange! Goku is surrounded by light.

Werechange!

All of the party except for Sanzo can take Wereform. The time available as a Were is limited, so plan carefully when you will use it. (see page 30)

A large figure appears in the light! The Great Ape has come!

Feel the power of the Were!

Were have special attacks. The overwhelming power of these attacks will sway the flow of battle.

Here, the special Claw attack is used. Sharp claws rip open the enemy.

Summon

Sanzo cannot change into a Wereform. However, he is able to summon the Guardians. The Guardians are the elite members of Heaven's army. With these to help him, Sanzo becomes a force to reckon with.

Find the Guardians

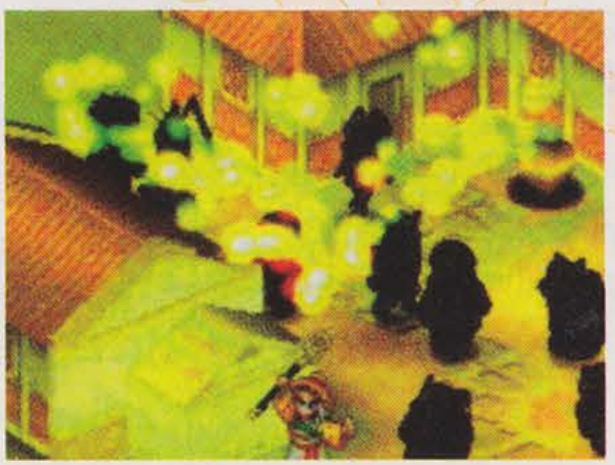
The Guardians are scattered throughout the land. Their aid is essential for your journey. When you hear rumors about them, seek them out!

Guardians who have been found reside in Sanzo's staff. Each Guardian who enters the staff strengthens it.

Mother has been discovered!

Guardian aid can save

During battle, the Guardians hear Sanzo's call and appear. They control powerful attacks. They also provide a mysterious aura, which aids all it falls on. (see page 32)



Summon the Guardian! A light forms above Sanzo...

Mother has appeared to fight for Sanzo!

Map

You will visit one land after another on your way to India. When you come to places where people live, stop a moment and prepare yourself and your companions.

If you are worried about a character's equipment, change it.

Check your preparations

Always be certain you are ready for anything that might occur on your journey.

Know your companions' strengths and what they are carrying. If necessary, change them. (see page 17)

A town! What should I do first?

Use the town shops

and indicate places where people live. A variety of shops await the traveler. Buying and selling items, training, and finding jobs are only a few of the things that can be done in these places. (see page 20)

Onward!

Choose your goal and go!

After making preparations, choose your next destination. Then head to it! During your travels, you are sure to hear of places you've never been. Untraveled roads open at your feet.

Instructions

1 Use the cursor to choose a destination. You can go to any place that has been highlighted.

! You cannot go to any of the darkened places.

2 Sanzo and his companions will follow the road. If something happens along the way, they will stop.

Preparing with the menu

What you can do at the menu is very important. View character information, alter equipment, save before going on...the list goes on. Get used to frequently opening the menu. It will aid your journey.

Pressing the Start button from the following positions will call the menu.

- The map, before you choose a destination
- Towns and villages (on the screen where you choose the shops).

Menu

Character Information: View information for your companions (see page 16)

Party Information: View overall information for the group (see page 19)

Save (see page 6)

Load (see page 6)

Option (see page 7)

Learn how to use the menu. It just might save your life.

Viewing character information

At the Character Information screen, you can view a companion's ability levels, equipment and other things. You can also view the following information. You can also exchange equipment at this screen.

Equip (see page 17)

Equip Info: Information on items the character has equipped.

Attack Info: The attacks and spells available to the character.

Were/Guardian Info: Displays Special abilities and Guardian attacks (see pages 30, 32)

Results: The results of all the battles you have taken part in to that point.

It looks like Hakkai is kind of slow...

Instructions

1. Select Character Info from the menu.
2. Choose a party member to display that members abilities and items
3. Press the ⊗ button to open the sub-menu.
4. Choose the topic.

How's Goku doing so far?

Readying Equipment

During battle you attack with your weapon or with the spells you have readied. In effect, you fight with the items you carry.

You cannot change your equipment during battle, so be sure to prepare ahead of time.

Equipment you can change includes headware, bodyware, and items. You can carry 1 head piece, 1 body piece, and 6 other items.

Some items cannot be worn by some characters.

Also, each scroll has an associated Element level that has to be attained before it can be equipped. (see page 28)

Instructions

1. Select Character Info from the menu.
2. Choose a party member to display that members abilities and items
3. Press the ⊗ button to open the sub-menu.
4. Choose Equip.
5. Choose item type
6. Choose item

Choose an item. The number indicates how many are available.

Hey Goku! I'll trade you for that scroll!

Exchanging items

You can exchange items among your party members.

If you select an item that is already equipped by someone else (0 in inventory), you will be asked if you wish to exchange items. Choosing yes will do so.

Unequipped items go into the travel chest!

Unequip an item

There are two methods of removing an item.

- Press the ▣ button while choosing item types.
- Choose unequip from the item list.

Viewing Party Information

At the party information screen, a chart of all members and other information is shown.

Were/Guardian Information: Were gauge values and discovered Guardians. (see pages 31, 34)

Battle Results: Ranking according to battle results.

Item Information: A list of all the items in your possession.

Use Item: Use certain potions

Order: Alter the order of the characters.

With the chart, you can compare character strengths.

If you want to use a potion

At the Party Information screen, you can use certain potions.

You can only use potions such as the Strength potion (raises your War ability) and other potions that raise ability levels.

Strength potions are valuable items.
Decide carefully who will use it.

Instructions

1 Select Party information from the menu.

2 Press the ⊗ button to show choices.

3 Select your choice.

Important Information!

For attack and Item information, keep an eye on the following areas:

Range: The distance an attack or spell can reach. ⬆ ⬇ indicates vertical range. For example, ⬆3/⬇2 indicates the attack will reach 3 units above you and 2 units below.

Area: Indicates how an attack or a spell's effect will spread. There are 5 types: straight, line, area, touch and ring.

Effect: Side effect of the attack and spell.

MO: Basic power of the spell

Using Shops

At towns and villages, a number of shops await the weary traveler. Be sure to purchase the supplies necessary for your journey. You can also stop to earn some money or to just enjoy yourself for a while.

Instructions

1 Move to a town or village.

2 Pressing the ◉ button will show the available shops. These differ from town to town.

3 Select the shop you wish to enter.

Want to buy/sell an item?

Armor and accessories are found in the store, potions at the chemists. A few special pawned items can be found at the stores. Also, excess items can be sold for money at the store as well.

Pawned items! Do you have money to get them?

Instructions

1. Select the store or chemist.
2. Choose buy or sell.
3. Choose the item you will buy or sell.
4. Use the up/down directional buttons to select the number of items you wish to buy or sell. Then press the ⊗ button.

Want to improve your weapon?

Weapons can be strengthened at the local Smithy. Strengthening a weapon raises not only its level, but also improves its abilities. Sanzo's staff cannot be strengthened at a smithy.

Note: there is a limit to the Smith's ability to raise a weapon's level.

Instructions

1. Select the Smithy
2. Select Forge
3. Using the L1 and R1 Buttons, select the character whose weapon you wish to strengthen. Then press the ⊗ button.
4. Choose yes to confirm it is the weapon you want to strengthen.

Want to strengthen your companions?

Using Auto, characters gain experience without you lifting a finger.

Train at the Dojos. There, through mock battles which cost nothing, you are able to gain necessary experience. Mock battles have the following rules:

- Save, Load, and Werechange are not allowed.
- You receive no money for winning.
- The game does not end if you lose.

Instructions

1 Select the Dojo.

2 Select Train.

3 Choose your opponent.

4 After selecting who will train, the mock battle begins. Different Dojo's have different limits on how many can participate in one battle.

A bit short on money?

Take on jobs delivering packages or defeating monsters at the Post.

After successfully completing the job, return to the post and report. They will give you your payment. You can only accept one job at a time. If the job you accepted is too difficult, you are able to exchange it for another. Return to the Post you received the job at and select job again.

Be prepared for bandits and monsters to attack you while you're carrying out your jobs.

Be careful. If you lose to them, the game is over.

Sometimes you just need to work. Got any good jobs?

Instructions

1 Select Post.
2 Select Job.
3 Choose the job you want.
4 Confirm your choice.

It is a long journey. Sometimes, you just want to pass the time.

A break from travel

At the Post's card table, you can play a game of cards to pass the time. Medals won can be traded for valuable items. So buy some medals and challenge the dealer!

Instructions

1 Select the Post.
2 Select Cards and sit at the table.
3 Choose from Play, Buy medals, and Exchange.

Battle

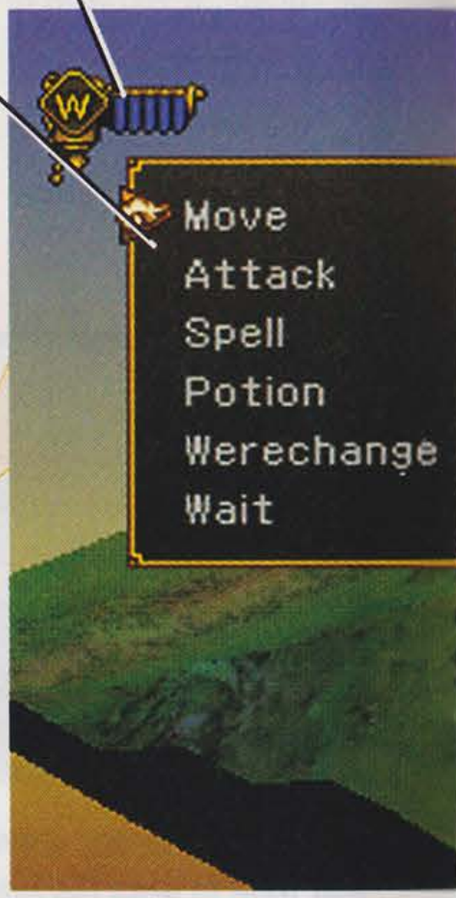
Were Gauge

Current Were Gauge. Transforming into Were and using Were abilities lowers the points in the gauge. (see page 31)

Command

Commands you cannot use are not shown.

Move (see page 26)
Attack (see page 27)
Spell (see page 28)
Potion (see page 29)
Werechange (see page 30)
WereAttack (see page 30)
Summon (see page 32)
Use (see page 36)
Wait: This ends your turn.



Free Cursor

Pressing the △ button when it is your or a party member's turn will cause you to enter free cursor mode. In this mode, you can move the cursor around and view character information. (see page 36)

Press the △ button again to leave the free cursor mode.

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

SAIY

Co

Co
M
At
Sp
Pc
W
W
Su
Us
W

Fre

Pr
ca
cu
Pr

PLACE
STAMP
HERE

KOEI CORPORATION

1818 GILBRETH ROAD, SUITE 238

BURLINGAME, CA 94010

Terrain Information

This shows information on the terrain that the cursor is pointed at.

Number: Elevation relevant to your own position. (—) indicates a place you cannot go.

Things that can be destroyed by Were attacks.

Some items you can use.

Change your viewpoint

The following commands allow you to change your view.

L1/R1 Buttons: rotate left and right

L2 Button: Zoom in/out

R2 Button: Change angle

Menu

Pressing the START Button while in free cursor mode will call up the menu. The battle menu has the following 5 items:

Objective: This shows what you have to accomplish to win the battle.

Save(see page 6), **Load** (see page 6)

Auto: Allow the computer to control the fighting (see page 37)

Options: Establish your own play settings (see page 7)

Character Information

Info for the character selected by the cursor.

Face, Next turn

Name, Orientation (see page 11)

Level, Experience

HP: Current/Max Value

MP: Current/Max Value

Movement

Movement is indispensable for positioning your characters for attack and defense.
Each turn allows you to act/move once each, in either order.

Instruction

1 Choosing Move will highlight your potential range of movement. This varies with terrain and your ability.
2 Choose a destination

Airborne characters

There are two types of airborne movement, floating and flying.

With the power of the Cavalier, Sanzo floats on air!

Certain items and spells, and one Guardian's power allow a character to float. The movement icon changes from to and the terrain has less of an effect on your movement.

Shu Ryorin and Lady Kikka are able to fly in their Were form. The movement icon changes to . Terrain has no effect on movement.

! There are certain places you cannot go, even while flying.

Attacking with weapons

The basis of battle is attacking the enemy with your weapon.

The effectiveness of your attack depends on a number of factors. Occasionally, an enemy will be fast enough to dodge your blows.

Instructions

1 Selecting Attack highlights your attack range.

! The number that appears over the enemy is the projected damage.

2 Choosing your target will highlight the attack field (the character(s) your attack will affect).

! Placing the cursor over a character will display that character's information.

3 Press the ⊗ button to perform the attack.

How is damage determined?

Damage is determined using your offensive ability and the targets' defensive ability. Also, positioning effects damage as well. If you attack from a higher elevation, or from the side or back, the damage increases.

Yes, I've gotten behind it! Go, Nyoibo!

Using Spells

Using spells allows you to do things such as attack enemies from a distance or heal your party members. Spells use MP. Effects of 5 Element related spells vary according to the Spell level and 5 Element affinities.

Instructions

1 Select Spells. A list of available spells will be displayed.

2 Choosing a spell will display your range with that spell.

! A character highlighted in blue indicates an advantageous affinity. Red indicates a disadvantageous affinity. The number that appears over the enemy is the projected damage.

3 Choosing a target shows the attack field.

! Placing the cursor over a character will display that character's information.

4 Press the ⊗ button to perform the spell.

How do I raise my spell level?

Choose carefully which character you want to cast which spell.

Spell level grows along with the main level of a character. The spell level of the character's major affinity grows quickest.

In addition, the more of a certain Element you use, the more likely that Element's spell level is likely to grow. For example, using the Heal or Cure spells from the Life Element group makes it that much more likely for your Life Element spell level to increase.

Using Potions

Not only spells, but potions can also heal your party. If you cannot cast healing spells, or if you have run out of MP, potions are for you.

You can use potions on yourself, or on those next to you. A used potion disappears from inventory.

Instructions

1 Select Potion to display your available potions.

2 Choosing a potion will display your range.

! The number that appears over the target is the number of HP that will be restored.

3 Choosing a target displays the effect field.

! Placing the cursor over a character will display that character's information.

4 Press the ⊗ button to use the potion.

Types of effects

A character's condition is sometimes affected by enemy spells and other things. (Effect) Effects can be fixed with spells or potions.

! There are other items that can be used as well.

Effect	Icon	Explanation	Spell	Potion
Poison		Take damage every turn. Heals naturally given time	Cure, Life, WaterHeal	Cure Potion/ Life Potion
Numb		Stunned, unable to act. Heals naturally given time	Cure /Life	Cure Potion/ Life Potion
Charm		Attack your own party. Heals naturally given time	Cure /Life	Cure Potion/ Life Potion
Silence		Unable to use spells. Heals naturally given time	Cure /Life	Cure Potion/ Life Potion
Stone		Become stone, unable to move. Does not heal naturally.	Life	Destone Potion/ Life

Changing into a WereForm

All party members, except Sanzo, can change into WereForm and significantly increase their attack ability. Only one member can be in WereForm at any given time. The WereForm is impervious to spell effects that change status and abilities. It is also impervious to healing spells and potions.

Instructions

1 Select Werechange.

! Adjacent enemy are damaged by the power of the Werechange.

Were are attack machines! Destroy the enemy with their attacks.

WereAttacks

Wereattacks are very effective and can destroy rocks, trees and other such objects. Using these attacks takes points from your Were gauge, but also gains experience for your Were.

As your Were level grows, party members occasionally learn new Were attacks.

Instructions

1 Selecting Were Attack will display available Were attacks.

2 Choosing an Attack will display the range of that attack.

! The number that appears over the enemy is the projected damage.

3 Choosing a target, either an enemy or a destroyable object (shown by when highlighted with the cursor), shows the attack field.

! Placing the cursor over a character will display that character's information.

4 Press the ⊗ button to perform the spell.

Returning to human form

Every time you use a Were attack, points are taken from the Were Gauge. When all of the points are gone, the character is returned to human form. At that point, no other characters can change to Were form for that battle.

The Gauge cannot be restored during battle.

Were Gauge. As points are used, the Gauge darkens.

At the end of each battle, the number of Were experience gained is displayed.

Raising the Were Gauge Max

The Were Gauge is determined by the Were Level. The Were level grows as Party members gain experience as Were.

Were experience is gained at the end of each battle. Were experience is comprised of experience points gained during battle added to a bonus. The less time you take to win the battle, the greater the bonus.

Changing Weres

As long as points remain in the Were Gauge, any party member can become Were. Simply return the current Were to human form by choosing Werechange. Then the next member can take Were Form.

Summoning a Guardian

Sanzo is able to summon and gain help from any of the Guardians that reside in his staff. Only one Guardian can be summoned at a time. The summoned Guardian moves with Sanzo and aids the entire party. It takes MP to summon a Guardian.

Instructions

1 Select Summon to display a list of available Guardians.

2 Choose a Guardian. You cannot select a Guardian that is currently summoned.

Party members also receive aid

With the power of the Guardian Luna, party members' MP can be restored.

Guardian aid takes different forms. Certain Guardians raise ability levels, others restore HP, and so on. The closer a party member is to Sanzo, the more aid he receives.

Summoning the Guardian Warrior allows you to use his PulseBlade.

Using Guardian Spells

Summoning a Guardian also allows Sanzo to use that Guardian's special attack.

Each Guardian's attack has its own strength and effect. The strength is also affected by the Guardian's Element (see page 11).

Returning to the Staff

The Guardian returns to the staff for the following 3 reasons:

- A different Guardian has been summoned.
- Three turns have passed.
- Sanzo has been turned to stone or charmed.

Any Guardian can be summoned as long as Sanzo has sufficient MP.

Guardian Powers

Each Guardian has an affinity with one of the 5 Elements. Each has a separate attack and a different effect on the Party.

Mother

Element: Life

Attack Spell: CharmBlade- Charms the enemy

Party Effect: Restores a number of HP to each character each turn

Fool

Element: Fire

Attack Spell: FlameWhip- Able to hit three people in a row

Party Effect: Raises Offensive ability of all Party Members

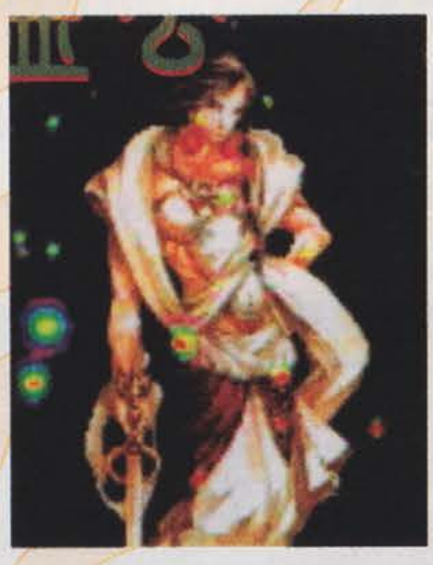
Luna

Element: Earth

Attack Spell: EarthBow- Attack distant enemies

Party Effect: Restores a number of MP to each character (except Sanzo) each turn

Warrior



Element: Gold

Attack Spell: PulseBlade- an especially powerful attack.

Party Effect: Raises Defensive ability of all Party Members

Cavalier

Element: Water

Attack Spell: PoleAxe- a larger attack field.

Party Effect: Party members movement range increases. Sanzo floats.

Use Command

The treasure chests found on the battlefield can be opened by moving next to them and using the Use command. Seals, bridges and other items can also be Used.

(These objects are shown with the)

Investigating Characters

In the free cursor mode, you are able to investigate enemy and party member information and movement range. This can be useful in battle.

Discover enemy secrets!

Instructions

1 During a party member's turn, press the △ button to enter free cursor mode.

2 Move the cursor to a character

3 Press the ✕ button to show the movement range. Press the Circle to show information. Press the △ button to leave the screen.

4 Press the △ button again to leave free cursor mode. Alternatively, move the cursor to the member whose turn it is and press the ✕ button.

Auto Battle

Any of the characters can be left to the computer to control (Auto).

The information screen shows which character is on Auto battle with the Auto battle ends when the battle ends. You can also turn it off.

Instructions

1 During a party member's turn, press the △ button to enter free cursor mode.

> ! You can enter the free cursor mode by holding down the △ button, even if you have put all party members on Auto mode.

2 Press the START Button to call the menu.

3 Select Auto battle.

4 Choose the character with the L1 and R1 Buttons.

5 Press the ✕ Button to turn on the Auto mode for that character. Pressing the ✕ Button again turns off the Auto mode.

> ! Auto will take effect at the character's next turn. The current character must finish his turn before Auto takes effect.

Characters

Sanzo

Found as a baby by Elder Homei of the Gold Temple, he now acts as a caretaker for the temple grounds. He is a guileless, carefree, young person. In a dream, he is commanded by the Lady Kannon to go to India. He becomes a monk and sets off on his journey. On the way, he meets and is joined by Son Goku, Cho Hakkai, and others and together they make their way west to India.

Element: Life

Weapon: Mercy Staff- a staff given to him by Lady Kannon. It has the ability to house the Guardians- Heaven's warriors.

Son Goku

A monkey monster. A rowdy character who loves to fight and is good at it. Believing in his own strength, he fought his way into Heaven only to lose to Buddha. For this, he is sealed into a rock. He is released from the rock by Sanzo and forced to follow him to India.

Element: Fire.

Weapon: Nyoibo- a rod which shrinks and grows at will.

Specialty: Clou- a cloud that carries him wherever he wants to go on the battlefield.

Were Form: Great Ape- a fast and powerfully large Monkey form.

Were Attacks: Claw- Large sharp claws rip and tear at the enemy.

BoulderBash – Call meteors from the heavens to squash the enemy.

Cho Hakkai

Actually a boarlike monster. He is an exceptional cook. He is also proud of his strength. He tries to fit in with humans but is continually driven away. He meets Sanzo by chance and begs his way into the group.

Element: Earth.

Weapon: IronRake-a large hoe with 9 sharp prongs.

Specialty: Rake- a large swing that takes out a whole row of enemies.

Were Form: Raging Boar - a huge boar with human like arms.

Were Attacks: Tusk- catch the enemy on sharpened tusks of ivory.

GroundWave – causes a split in the ground that engulfs the enemy.

Shu Ryorin

A bright and cheerful young girl. She is a Princess, the daughter of the Dragon King of the Eastern Sea. Possibly due to her royal upbringing, she is willful and somewhat spoied. However, she is also quite friendly and loveable. She loves sweets.

Element: Gold.

Weapon: Golden Sword- a double edged heirloom of the Dragon clan.

Specialty: Double Pierce- energy concentrated on the tip of the sword and pierces the enemy.

Were Form: Bronze Dragon- a dragon wrapped in bronze scales.

Were Attacks: DragonBite- sharp teeth bite through the enemy armor.

TailWhip – a tail attack that bowls over any in its path.

Sa Gojo

A wandering magician. Withdrawn and unsociable, he often appears cold to people who meet him. Although a monster himself, he hates monsters. He frequently is at odds with Son Goku. However, his long years of wandering have given him a wealth of knowledge that is frequently of use to the party.

Element: Water.

Weapon: MoonPole- a halberd with a half moon blade.

Specialty: WaterMeld- the ability to move swiftly in water and to heal wounds.

Were Form: RiverLord- a man fish who is completely at home in the water.

Were Attack: WaterJet- shoot jets of water at the enemy, causing lots of damage.

Mist – call down a freezing mist that seeps energy from the enemy.

Lady Kikka

A dryad. Reserved and refined, she is also very steady. Apparently in some kind of trouble, she appears in Sanzo's dreams. She seems always ready with a smile and a gentle expression. However, when she gets angry...

Element: Life.

Weapon: HeartSeeker- a beautifully decorated longbow.

Specialty: HeartSeek- pierce an enemy's heart and charm him.

Were Form: Butterfly Queen- a cherry tree's dryad whose true form has butterfly wings.

Were Attack: Briar- cause a number of branches to grow and slash at the enemy.

WingFan – call a whirlwind that cuts into the enemy.

Item Lists

Armor List

Name	Description	Effect
Clothes	Regular clothes made out of cloth	DEF +5
Leather jerkin	Armor made out of very flexible leather	DEF +9
Chain mail	Armor made out of rings of metal linked together	DEF +13
Scale mail	Armor made of small plates of metal welded together	DEF +17
Noble clothes	Clothes with spells of protection woven in	DEF +21
Iron armor	A heavy suit of armor made of metal	DEF +25/SPD -3
Fiber robe	A monks robe made out of cotton fibers	DEF +5
Woven robe	A shawl with metal chain woven into it	DEF +10
Purity robe	A shawl that rejects all impurity	DEF+15/Anti-Poison

Headpiece List

Name	Description	Effect
Turban	Cloth wrapped around the head	DEF +2
Leather helmet	A helmet made if leather	DEF +5
Steel cap	A helmet made of steel	DEF +7
Noble hat	A hat with spells of protection cast over it	DEF +10
Iron helmet	A helmet made out of strong iron	DEF +13
Priest's cap	A cap for priest's	DEF +3
Monk's cap	A monk's traveling cap	DEF +7
Lotus cap	A hat made out of very strong lotus fibers	DEF +11
Cap of Intent	A cap that keeps its wearer from being silenced	DEF +15/Anti-Silence

During your travels, you will find other items as well

Accessory List

Name	Description	Effect
Charm of Defense	Protects from physical damage	DEF +5
Band of magic	Protects from magic attacks	Spell Def +5
Armlet of Bravery	Raises strength	OFF +4
Book of wisdom	Makes spells more effective	Spell Off +4
Beads of bravery	Raises Offensive ability	WAR +4
Beads of wisdom	Raises spell casting ability	MAGIC +4
Charm of health	Heals wounds every turn	HP +15
Charm of magic	Returns will power (MP) every turn	MP +5
Flying Sash	Wrapped around the feet, it levitates the wearer	Float

Potion List

Name	Description	Effect
Healing potion	Heals wounds, restores hit points	HP +90
Life potion	Heals all wounds and cures all effects	Heals all
Magic potion	Restores will power (MP)	MP +45
Cure potion	Cures all effects other than Stone	Cure All (X Stone)
Destone potion	Cures Stone	Cure Stone
Strength potion	Raises the War ability	WAR +2
Wisdom potion	Raises Spell ability	MGC +2
Speed potion	Raises Speed ability	SPD +2
Luck potion	Raises Luck ability	LUCK +2

Scroll List

LIFE

Name	Description	Effect
Heal	Heals a party member's wound	HP +70
Group Heal	Heals a number of party members at once	HP +100
Major Heal	Heals more of a party member's wounds	HP +200
Cure	Cures a party member of any effect other than Stone	Cure All (X Stone)
Life	Heals all wounds and cures all effects of one member	Heals everything
Bramble	A branch grows and rips at the enemy	Spell Strength 25

FIRE

Name	Description	Effect
Strength	Raise a party member's Offensive ability	OFF +10
Group Strength	Raise a number of party members' Offensive abilities	OFF +10
FireDart	Throw a small ball of fire at an enemy	Spell Strength 35
Blazedart	Throw a large ball of fire at an enemy	Spell Strength 50
Fireball	Enwrap a number of enemies in flames	Spell Strength 35
FireGuard	Cause flames to come up in a ring around you	Spell Strength 50

EARTH

Name	Description	Effect
RockShield	Wrap a stone shield around a party member	DEF +20
ShakeShield	Use the power of Earth to protect members from spells	Spell Defense x1.5
Rockdrop	Drop a rock on the enemy	Spell Strength 35
RockGuard	Calls spears of stone to rise and cut the enemy	Spell Strength 27
Meteor	Calls a meteor from the heavens on the enemy	Spell Strength 55
StoneBlood	Turn an enemy into stone	STONE

GOLD

Name	Description	Effect
Ironskin	Hardens your skin to repel attacks	DEF +20
Steelskin	Changes skin to steel	DEF +80
Needles	Steel needles shoot into the enemy	Spell Strength 35
Spearthrust	A spear shoots through piercing enemies	Spell Strength 30
Divine Spear	A long spear shoots through enemies	Spell Strength 51
Needlemist	A storm of needles shoots down at a group of enemies.	Spell Strength 40

WATER

Name	Description	Effect
WaterHeal	Heals wounds and cures poison	HP +60/cure poison
WaterPure	Heals wounds and raises Offensive ability	HP +140/ ATT +10
WaterBlade	Jets of water strike the enemy lowering attack ability	Spell Strength 30/ ATT -10
Poison	Inundate an enemy with poison	Spell Strength 44/ Poison
Silence	Sap an enemy's ability to cast spells	Silence
IceBlades	Wrap an enemy in ice, numbing him	Spell Strength 57/ Numb

You will run across other scrolls in your travels. Actual effectiveness will vary depending on Element affinity.

Hints

Goku's specialty allows him to approach the boss very quickly.

Want to stay Were longer?

The length of time you can be Were is determined by the Were Gauge. Increasing the Were Gauge increases the amount of time you can stay Were. The less time you take to win each battle, the more Were experience points you get. For example, if the battle objective is to defeat the boss, ignore the others and concentrate on him. You'll get more points.

Which scroll should I equip?

It is best to equip a character with scrolls from his own Element. It being of his own Element means that he is much more proficient in using it. More proficiency means that the character is much more effective with those spells.

Sanzo's element is Life. He is great with Life spells.

How Should Sanzo fight?

Sanzo is not that good with weapons. Have him concentrate on spells and healing party wounds. Since spells require MP, use accessories and potions to keep his MP points up. Also, since Sanzo's defeat ends the game, be sure to give him the best armor that you can.

Summoning Guardians gives Sanzo access to their powerful attacks.

Want valuable items?

Treasure boxes can be found on a number of battle fields hidden under rocks, trees and other objects. To find these boxes, change to Were and have the Were destroy the object you suspect. Also, valuable items can be found as prizes at the card table.

I wonder what's in this box?

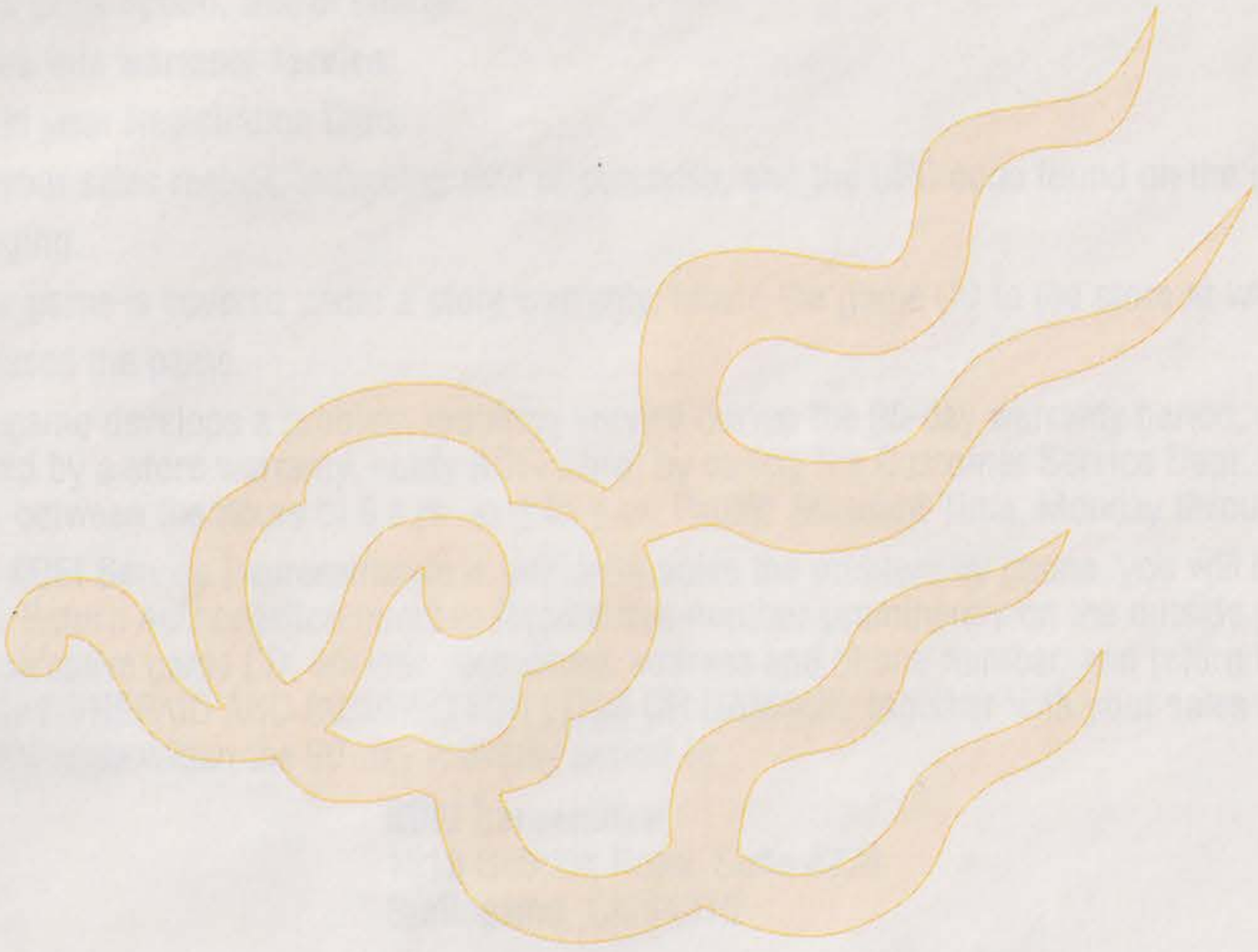
My MP are all gone!

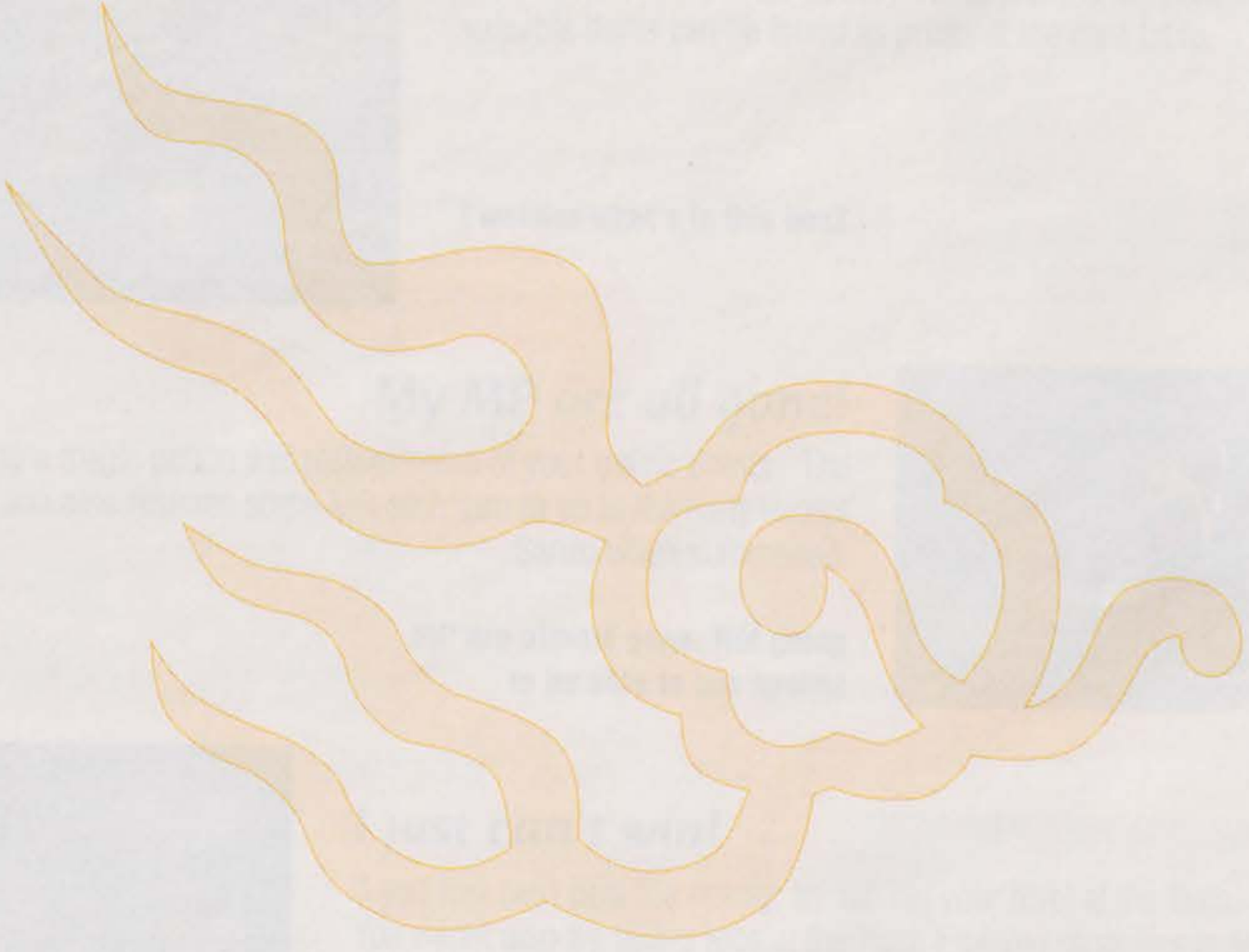
Using a magic potion will restore some of your magic points. The Guardian Luna also restores some MP each turn to all in the party except Sanzo when summoned.

MP are almost gone. Not going to be able to use spells!

I just can't win!

If you just can't beat the enemy, try raising your level at the Dojo. You might also try taking jobs at the Post. Fighting monsters is also a good way to raise your level. With jobs, however, remember that if you lose, the game is over.





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